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-	317866	comput\$6.ti.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/09 20:18
-	65326	graph\$4.ti.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/09 20:19
-	97515	calculat\$4.ti.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/10 08:53
-	934	graph\$4.ti. and calculat\$4.ti.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/10 12:45
-	1	(graph\$4.ti. and calculat\$4.ti.) and handheld\$1.ti.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/09 20:20
-	614	handheld\$1.ti. and comput\$6.ti.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/10 12:46
-	39556	screen\$1 and key\$1 and processor\$1	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/10 13:20
-	10	graph\$4.ti. and calculat\$4.ti. and (screen\$1 and key\$1 and processor\$1)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/10 13:20
-	0	(graph\$4.ti. and calculat\$4.ti. and (screen\$1 and key\$1 and processor\$1)) and expert	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/10 07:31
-	8	(graph\$4.ti. and calculat\$4.ti. and (screen\$1 and key\$1 and processor\$1)) and program\$4	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/10 07:31
-	3	((graph\$4.ti. and calculat\$4.ti. and (screen\$1 and key\$1 and processor\$1)) and program\$4) and mathematic\$2	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/10 07:32

-	5	((graph\$4.ti. and calculat\$4.ti. and (screen\$1 and key\$1 and processor\$1)) and program\$4) and expression\$1	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/10 07:32
-	4	graph\$4.ti. and calculat\$4.ti. and (key adj panel)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/10 07:33
-	8	graph\$4.ti. and calculat\$4.ti. and (key same panel)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/10 07:34
-	5	(graph\$4.ti. and calculat\$4.ti. and (key same panel)) and symbol\$2	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/10 07:35
-	0	(graph\$4.ti. and calculat\$4.ti. and (screen\$1 and key\$1 and processor\$1)) and (problem\$1 same solution\$1)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/10 07:36
-	0	(graph\$4.ti. and calculat\$4.ti. and (screen\$1 and key\$1 and processor\$1)) and (problem\$1 and solution\$1)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/10 07:36
-	5066	(screen\$1 and key\$1 and processor\$1) and (problem\$1 same solution\$1)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/10 07:36
-	7	graph\$4.ti. and calculat\$4.ti. and handheld\$1	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/10 08:08
-	7	screen\$1 and (key\$1 same panel) and processor\$1 and handheld\$1.ti. and comput\$6.ti.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/10 08:10
-	4	graph\$4.ti. and calculat\$4.ti. and display\$4 and (key same pad)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/10 08:47
-	3495	graph\$4 and calculat\$4 and handheld\$1 and comput\$6	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/10 13:19
-	42	(graph\$4 and calculat\$4 and handheld\$1 and comput\$6) and (screen\$1 or display\$1) and processor\$1 and (key\$1 same (panel or pad)) and program\$4 and expression\$1 and symbol\$2	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/10 13:19

-	3	handheld\$1.ti. and ((graph\$4 and calculat\$4 and handheld\$1 and comput\$6) and (screen\$1 or display\$1) and processor\$1 and (key\$1 same (panel or pad)) and program\$4 and expression\$1 and symbol\$2)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/10 08:53
-	3	calculat\$4.ti. and ((graph\$4 and calculat\$4 and handheld\$1 and comput\$6) and (screen\$1 or display\$1) and processor\$1 and (key\$1 same (panel or pad)) and program\$4 and expression\$1 and symbol\$2)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/10 09:21
-	5	graph\$4.ti. and calculat\$4.ti. and (screen\$1 or display\$1) and processor\$1 and (key\$1 same (panel or pad)) and program\$4 and expression\$1 and symbol\$2	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/10 09:25
-	5	graph\$4.ti. and calculat\$4.ti. and (screen\$1 or display\$1) and processor\$1 and (key\$1 same (panel or pad)) and expression\$1 and symbol\$2	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/10 09:25
-	5	graph\$4.ti. and calculat\$4.ti. and (screen\$1 or display\$1) and processor\$1 and (key\$1 same (panel or pad)) and expression\$1	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/10 09:26
-	7	graph\$4.ti. and calculat\$4.ti. and (screen\$1 or display\$1) and processor\$1 and (key\$1 same (panel or pad))	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/10 09:29
-	7	graph\$4.ti. and calculat\$4.ti. and (screen\$1 or display\$1) and processor\$1 and (key\$1 same (panel\$1 or pad\$1))	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/10 09:29
-	16	handheld\$1.ti. and paus\$3	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/10 12:50
-	1	graph\$4.ti. and calculat\$4.ti. and paus\$3	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/10 12:45
-	4	handheld\$1.ti. and comput\$6.ti. and paus\$3	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/10 12:46
-	232	handheld\$1.ti. and (paus\$3 or stop\$4)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/10 12:50
-	397	graph\$4 and calculat\$4 and handheld\$1 and comput\$6 and paus\$3	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/10 13:19

-	11	(graph\$4 and calculat\$4 and handheld\$1 and comput\$6) and (screen\$1 or display\$1) and processor\$1 and (key\$1 same (panel or pad)) and program\$4 and expression\$1 and symbol\$2 and paus\$3	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/10 13:20
-	3822	screen\$1 and key\$1 and processor\$1 and paus\$3	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/10 13:20
-	0	graph\$4.ti. and calculat\$4.ti. and (screen\$1 and key\$1 and processor\$1) and paus\$3	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/10 13:20

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1 Software architectural support for handheld computing
Medvidovic, N.; Mikic-Rakic, M.; Mehta, N.R.; Malek, S.;

Computer , Volume: 36 , Issue: 9 , Sept. 2003

Pages:66 - 73

[\[Abstract\]](#) [\[PDF Full-Text \(477 KB\)\]](#) **IEEE JNL**
2 Designing personal communications devices
Azhari, F.;

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[\[Abstract\]](#) [\[PDF Full-Text \(104 KB\)\]](#) **IEEE CNF**
3 Bluetooth [wireless connectivity]
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Potentials, IEEE , Volume: 21 , Issue: 4 , Oct.-Nov. 2002

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[\[Abstract\]](#) [\[PDF Full-Text \(399 KB\)\]](#) **IEEE JNL**
4 WiSAP: a wireless personal access network for handheld computing devices
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Personal Communications, IEEE [see also IEEE Wireless Communications] , Volume: 5 , Issue: 6 , Dec. 1998

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5 StrongARMing portable communications*Litch, T.; Slaton, J.;*

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Pages:27 - 29

[\[Abstract\]](#) [\[PDF Full-Text \(403 KB\)\]](#) IEEE JNL**7 Enabling remote access to personal electronic medical records***Hall, E.S.; Vawdrey, D.K.; Knutson, C.D.; Archibald, J.K.;*

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Circuits and Systems, 2002. ISCAS 2002. IEEE International Symposium on , Volume: 2 , 26-29 May 2002

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[\[Abstract\]](#) [\[PDF Full-Text \(486 KB\)\]](#) IEEE CNF**9 MiniRISC CW4001-a small, low-power MIPS CPU core***Au, K.; Chang, P.; Giles, C.; Hadad, E.; Huang, R.; Jones, D.; Kristenson, E.; Kwong, M.; Lin, D.; Murzello, M.; Singh, B.; Wan, S.; Wang, B.; Worrell, F.;*
Custom Integrated Circuits Conference, 1995., Proceedings of the IEEE 1995 May 1995

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Expert, IEEE [see also IEEE Intelligent Systems] , Volume: 12 , Issue: 6 , No. Dec. 1997

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12 Secure communication between lightweight computing devices over Internet

Jenkin, M.; Dymond, P.;

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Krishna, A.;

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[\[Abstract\]](#) [\[PDF Full-Text \(636 KB\)\]](#) [IEEE CNF](#)

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- 1** Creating a professional development program to support a handheld computing initiative 99%

Kenneth Janz

Proceedings of the 31st annual ACM SIGUCCS conference on User services

September 2003

Indiana State University is providing handheld computers to every faculty member in its School of Education. What started as a small pilot program a year ago has grown into a project that is challenging the way faculty are thinking about technology and its application in the teaching and learning process. In addition, a substantial pool of handheld computers has been created for faculty to use with students in the classroom. Recognizing that a strong professional development program was needed t ...
- 2** GeneyTM: designing a collaborative activity for the palmTM handheld computer 88%

Arman Danesh , Kori Inkpen , Felix Lau , Keith Shu , Kellogg Booth

Proceedings of the SIGCHI conference on Human factors in computing systems

March 2001

This paper describes a project to explore issues surrounding the development of a collaborative handheld educational application for children. A user-centered, iterative design process was used to develop GeneyTM, a collaborative problem solving application to help children explore genetic concepts using PalmTM handheld computers. The design methodology utilized mock-ups of representative tasks and scenarios, pre-design meetings with targets users, prototype development, and feedback session ...
- 3** Who shapes the future?: problem framings and the development of handheld computers 88%



Jonathan P. Allen

ACM SIGCAS Computers and Society , Proceedings of the ethics and social impact conference on Shaping policy in the information age June 1998
Volume 28 Issue 2

How can computer professionals shape the future of new computing technologies? Using the recent history of handheld computers as an example, this paper investigates how computer professionals can shape the future by helping to define what new technologies should be. Computer professionals can play a variety of roles in creating, maintaining, and questioning problem framings, or the basic assumptions about what problem a new technology is trying to solve. In addition to political activities ...

4 Power-and Energy-Aware Computing: Computation offloading to save energy on handheld devices: a partition scheme 85%



Zhiyuan Li , Cheng Wang , Rong Xu

Proceedings of the international conference on Compilers, architecture, and synthesis for embedded systems November 2001

We consider handheld computing devices which are connected to a server (or a powerful desktop machine) via a wireless LAN. On such devices, it is often possible to save the energy on the handheld by offloading its computation to the server. In this work, based on profiling information on computation time and data sharing at the level of procedure calls, we construct a *cost graph* for a given application program. We then apply a partition scheme to statically divide the program into server ...

5 Community search assistant 85%



Natalie S. Glance

Proceedings of the 6th international conference on Intelligent user interfaces January 2001

This paper describes a new software agent, the community search assistant, which recommends related searches to users of search engines. The community search assistant enables communities of users to search in a collaborative fashion. All queries submitted by the community are stored in the form of a graph. Links are made between queries that are found to be related. Users can peruse the network of related queries in an ordered way: following a path from a first cousin, to a second cousin ...

6 Designing applications for handheld devices: Pocket PiCoMap: a case study in designing and assessing a handheld concept mapping tool for learners 82%



Kathleen Luchini , Chris Quintana , Elliot Soloway

Proceedings of the conference on Human factors in computing systems April 2003

Our project explores the benefits and challenges of using handheld computers to support learners in creating concept maps (a type of visual outline). By synthesizing research on small user interfaces with guidelines for building desktop learning tools, we identified potential challenges to using handhelds for complex learning tasks and developed new design guidelines to address these issues. We applied these guidelines to the design of Pocket PiCoMap, a learner-centered concept mapping tool for ...

7 Interaction in the real world: Ambient touch: designing tactile interfaces for handheld devices 82%



Ivan Poupyrev , Shigeaki Maruyama , Jun Rekimoto

Proceedings of the 15th annual ACM symposium on User interface software and technology October 2002

This paper investigates the sense of touch as a channel for communicating with miniature handheld devices. We embedded a PDA with a TouchEngine™ --- a thin, miniature lower-power tactile actuator that we have designed specifically to use in mobile interfaces (Figure 1). Unlike previous tactile actuators, the TouchEngine is a universal tactile display that can produce a wide variety of tactile feelings from simple clicks to complex vibrotactile patterns. Using the TouchEngine, we began ...

8 CSCW '98 workshop program 82%



Paul Dourish , Mike Robinson

Proceedings of the 1998 ACM conference on Computer supported cooperative work November 1998

9 Cooperative buildings—integrating information, organization and architecture 82%



Norbert A. Streitz

Proceedings of the 1998 ACM conference on Computer supported cooperative work November 1998

10 Interactive posters: personal media: Amigo - wireless image based instant messaging for handheld computers 80%



Helena Fabersjö , Elisabeth Windt , Ylva Wridell , Johan Sanneblad

CHI '03 extended abstracts on Human factors in computing systems April 2003

We introduce Amigo - an Instant Messaging (IM) client for handheld computers. Amigo allows free-form images as well as handwriting to be sent between people, taking advantage of the touch sensitive display of mobile devices. Amigo differs from other IM clients in that the text written by the user never has to be translated into ASCII data. Twenty students used Amigo for two weeks. Preliminary use results show that Amigo functions well as an IM client for handheld computers, and also introduces ...

11 Course design & learning enhancement: A freshman course in emerging information technologies 80%



Susan L. Miertschin , Cheryl L. Willis

Proceeding of the 4th conference on information technology curriculum on Information technology education October 2003

In this paper, we describe current conditions in the workforce and in Information Technology education that drive the need for curriculum change in introductory computer and information technology courses. An outline for a new course is proposed that is more closely aligned with industry needs and standards.

12 Case studies in embedded systems: The analysis and design of architecture systems for speech recognition on modern handheld-computing devices 80%



Andreas Hagen , Daniel A. Connors , Bryan L. Pellom

Proceedings of the 1st IEEE/ACM/IFIP international conference on Hardware/software co-design & system synthesis October 2003

Growing demand for high performance in embedded systems is creating new opportunities to use speech recognition systems traditionally executed only on high performance systems. In several ways, the needs of embedded computing differ from

those of more traditional general-purpose systems. Embedded systems have more stringent constraints on cost and power consumption that lead to design bottlenecks for many computationally-intensive applications. This paper characterizes the speech recognition pro ...

- 13** Using handheld computers in the classroom: laboratories and collaboration on handheld machines 80%



Michael J. Jipping , Joshua Krikke , Sarah Dieter , Samantha Sandro

ACM SIGCSE Bulletin , Proceedings of the thirty-second SIGCSE technical symposium on Computer Science Education February 2001

Volume 33 Issue 1

Handheld computers provide a unique opportunity for teaching computer science. They are inexpensive (and keep dropping in price); they are powerful; they are accessible by students; and they run standard programming interfaces. These facets combine to provide a unique platform for teaching. This paper documents a project to integrate handheld machines into the classroom. We develop the case for using these machines; we overview our plans to use them; and we showcase two applications that we are ...

- 14** Using while moving: HCI issues in fieldwork environments 80%



Jason Pascoe , Nick Ryan , David Morse

ACM Transactions on Computer-Human Interaction (TOCHI) September 2000

Volume 7 Issue 3

- 15** BlueSky: a cordless networking solution for palmtop computers 80%



Pravin Bhagwat , Ibrahim Korpeoglu , Chatschik Bisdikian , Mahmoud Naghshineh , Satish K. Tripathi

Proceedings of the 5th annual ACM/IEEE international conference on Mobile computing and networking August 1999

- 16** Managing video data in a mobile environment 80%



Rafael Alonso , Yuh-Lin Chang , Liviu Iftode , V. S. Mani

ACM SIGMOD Record December 1995

Volume 24 Issue 4

Two key technological trends of the last few years have been the emergence of handheld computational elements and the implementation of practical wireless communication networks. These two changes have made mobile computer systems feasible. While there has been much research interest devoted to mobile computer issues, such systems have not yet been commercially successful. This has been ascribed to the lack of a killer mobile app. We believe that the support of video on mob ...

- 17** Short talks: fun with learning: Supporting children's collaboration across handheld computers 77%



Regan L. Mandryk , Kori M. Inkpen , Mark Bilezikjian , Scott R. Klemmer , James A. Landay

CHI '01 extended abstracts on Human factors in computing systems March 2001

This paper describes the use of multiple interconnected handheld devices to support children's collocated collaboration. Handhelds are a relatively inexpensive, highly mobile platform, making them potentially useful in educational settings [3]. Two shortcomings of students' use of handhelds are: 1) achieving the benefits of collaborative learning may be difficult given the personal nature of these devices, and

2) the small size of a PDA constrains the amount of information that can be m ...

18 Interactive posters: mobility: Pirates: proximity-triggered interaction in a multi-player game 77%



Jennica Falk , Peter Ljungstrand , Staffan Björk , Rebecca Hansson

CHI '01 extended abstracts on Human factors in computing systems March 2001

We show how proximity-sensing technology can be integrated into computer game design to provide richer game experiences in social settings. To explore the theme of *proximity-triggered* interaction, we have constructed *Pirates!* -- a multi-player, wireless computer game for handheld computers, played throughout a physical environment. The players' physical locations in the environment trigger game events.

19 Liberating lab computing: building a stable yet flexible computing environment for students and faculty 77%



Kenneth Janz , Pei-Yi Hu

Proceedings of the 31st annual ACM SIGUCCS conference on User services

September 2003

Indiana State University has found a way in its 25+ computing facilities to combine the need for a central stable lab image and small support staff with the academic needs of flexible software choices. This paper is unique in that it combines the diverse perspectives of central information technology with those of an academic unit. Through combining Reborn Card hardware technology and Ghost imaging software, Indiana State University has created a powerful computing environment that produces a wi ...

20 Documentation: Information visualization and interactive querying for online documentation and electronic books 77%





Mark H. Chignell , Gene Golovchinsky , Ferdie Poblete , Sarah Zuberec

Proceedings of the 1993 conference of the Centre for Advanced Studies on

Collaborative research: distributed computing - Volume 2 October 1993

In this paper we describe recent research that we have conducted on the use of information visualization [3] and a new style of query-based browsing [7] to enhance the exploration of online information. Our goal is to increase the performance and usability of online documentation, and of electronic information in general. Information visualization using three dimensional hierarchies provides a convenient way to overview information structure and select topics [3]. Interactive querying allows a hi ...

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Prev
 Page

1

2

3

Next
 Page

21 Mobility: Designing for loose coupling in mobile groups

77%



David Pinelle , Carl Gutwin

Proceedings of the 2003 international ACM SIGGROUP conference on Supporting group work November 2003

Loose coupling is a common way of organizing collaboration in work groups, but it has not been studied extensively in CSCW. In this paper, we consider the patterns of work that are seen in mobile groups that adopt a loosely coupled collaboration style. We report findings from interviews and fieldwork with teams of workers who deliver home healthcare services. In these teams, workers are mobile, widely dispersed, and autonomous, and team members communicate with each other only intermittently. Ba ...

22 Designing a universal keyboard using chording gloves

77%



Seongil Lee , Sang Hyuk Hong , Jae Wook Jeon

ACM SIGCAPH Computers and the Physically Handicapped , Proceedings of the 2003 conference on Universal usability June 2002

Issue 73-74

A universal input device for both text and Braille input was developed in a Glove-typed interface using all the joints of the four fingers and thumbs of both hands. The glove-typed device works as of now for input of Korean characters, numbers, and Braille characters using mode conversion. Considering the finger force and the fatigue from repeated finger motions, the input switch was made of conductible silicon ink, which is easy to apply to any type of surface, light, and enduring. The usabilit ...

23 Schminky: The design of a café based digital experience

77%



Josephine Reid , Richard Hull , Tom Melamed , Duncan Speakman

Pers nal and Ubiquit us C mputing July 2003

Volume 7 Issue 3-4

This paper describes the design process and lessons learned from creating Schminky, a café-based digital experience. Schminky was developed as an experimental field trial to explore the role of pervasive computing. The game will be played by the general public for one week in the Watershed café in Bristol. The Schminky system and the experience design process is described and three key findings, creative tension, context and content are discussed.

24 Power and energy: Graphical user interface energy characterization for handheld computers 77%



Lin Zhong , Niraj K. Jha

Proceedings of the international conference on Compilers, architectures and synthesis for embedded systems October 2003

A significant fraction of the software and resource usage of a modern handheld computer is devoted to its graphical user interface (GUI). Moreover, GUIs are direct users of the display and also determine how users interact with software. Given that displays consume a significant fraction of system energy, it is very important to optimize GUIs for energy consumption. This work presents the first GUI energy characterization methodology. Energy consumption is characterized for three popular GUI pla ...

25 An empirical study of textual and graphical travel itinerary visualization using mobile phones 77%



Masood Masoodian , Nicholas Lane

Proceedings of the Fourth Australian user interface conference on User interfaces 2003 - Volume 18 February 2003

Mobile phones can be used to access personal and public information. Although most of these types of information are in textual form, an increasing number of service providers are also offering access to graphical information, particularly to WAP™ enabled mobile phones. This paper describes an empirical study of user access to personal travel itinerary information in both textual and graphical form. The aim of this study was to compare the effectiveness of graphical and textual visua ...

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Proceedings of the conference on Human factors in computing systems April 2003

The small size of handheld computers provides the convenience of mobility at the expense of reduced screen space for display and interaction. Prior research has identified the value of spatially aware displays, in which a position-tracked display provides a window on a larger virtual workspace. This paper builds on that work by suggesting two-handed interaction techniques combining pen input with spatially aware displays. Enabling simultaneous navigation and manipulation yields the ability to cre ...

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In this paper we present a platform specially designed for groupware applications running on handheld devices. Common groupware platforms request desktop computers as underlying hardware platforms. The fundamentally different nature of handheld devices has a great impact on the platform, e.g. resource limitations have to be considered, the network is slow and unstable. Often, personal data are stored on handheld devices, thus mechanisms have to ensure privacy. These considerations led to the Qui ...

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Proceedings of the international ACM SIGGROUP conference on Supporting group work November 1999

This paper describes Pavilion, an object-oriented middleware framework for developing collaborative web-based applications. Pavilion enables a developer to construct new applications by inheriting and extending its default functionality. Reusable and extensible Pavilion components include interfaces to common web browsers, a reliable multicast protocol tailored for delivery of web resources, a leadership protocol for floor control, and a highly modular proxy server that supports data type-s ...

Results 21 - 40 f 46 short listing

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Prev
Page 1 2 3
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Prev **Next**
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